

ABSTRACT

An approach is provided for game applications as to reduce the communication load of mobile communication networks for downloading high quality game software to game-enabled cellular phone devices. Game software is downloaded to a game-enabled cellular phone from a server via a download module and an Internet connection. A local connection is established between the game-enabled cellular phone and the download module, an Internet connection is established between the server and the download module, and a game download is performed from the server via the Internet connection and the local connection through the download module to the game-enabled cellular phone.